MONSTER HUNTER FREEDOM 2

TEEN
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CONTENT RATED BY ESRB

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

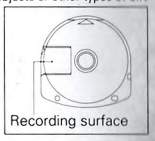
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

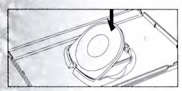
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.


Recording surface



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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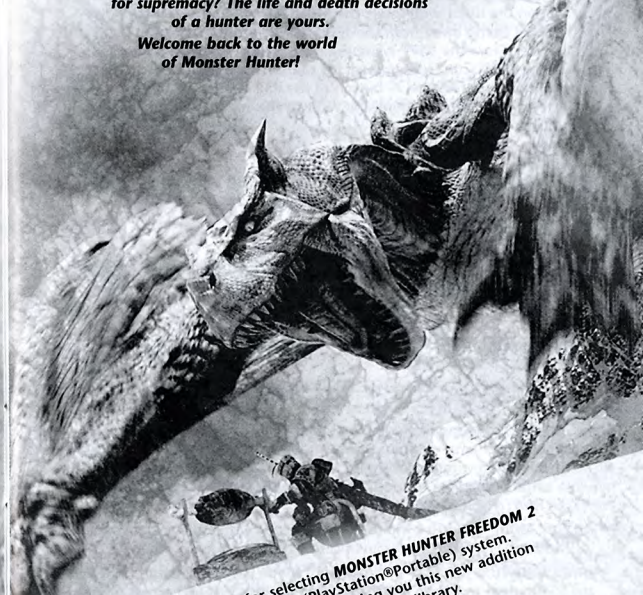
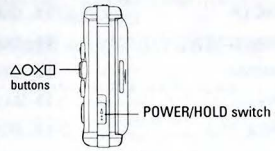
A roar echoes through the snow-covered mountainside. Armor slips over your shoulders with the confidence of a hunter determined to end a monstrous scourge. As day turns into night and warmth gives way to cold, which weapon will you grasp in this battle for supremacy? The life and death decisions of a hunter are yours. Welcome back to the world of Monster Hunter!



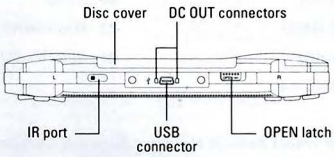
Thank you for selecting **MONSTER HUNTER FREEDOM 2** for your PSP® (PlayStation®Portable) system. CAPCOM® is proud to bring you this new addition to your video game library.

GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the ***MONSTER HUNTER FREEDOM 2*** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the × button of the PSP system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

Notice: *Do not eject a UMD™ while it is playing.*

MEMORY STICK DUO™

Warning! *Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.*

To save game settings and progress, insert a Memory Stick Duo or Memory Stick PRO Duo into the memory stick slot of your PSP system. You can load saved game data from the same memory stick or from any memory stick containing previously saved games.

Note: **MONSTER HUNTER FREEDOM 2** *requires 800KB of free space on a memory stick in order to save game data.*

WI-FI (WLAN) FEATURES

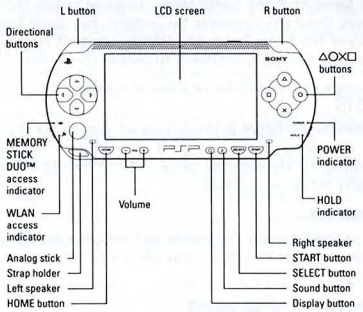
Software titles that support Wi-Fi functionality allow you to communicate with other PSP systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). ***MONSTER HUNTER FREEDOM 2*** supports Ad Hoc and Infrastructure Modes.

- ***AD HOC MODE*** — Ad Hoc Mode is a Wi-Fi feature that allows two or more individual PSP systems to communicate directly with each other.
- ***INFRASTRUCTURE MODE*** — Infrastructure Mode is a Wi-Fi feature that allows the PSP system to link to a network via a wireless (WLAN) access point (a device used to connect to a wireless network).

Note: *For setup instructions and further information, please refer to the PSP system instruction manual. You are responsible for Wi-Fi fees.*

STARTING UP

PSP® (PlayStation®Portable) system configuration



VILLAGE CONTROLS

directional buttons	Cycle through menu options
analog stick	Move character
START button	Open menu
SELECT button	Rearrange inventory items/Skip cutscenes
L button	Display/Hide Player List
R button (hold)	Dash
× button	Talk/Confirm option selection
○ button	Cancel option selection
□ button	Move to different area (when option is on-screen)
△ button	Open Destination Menu at specific points and select your destination

QUEST CONTROLS

directional buttons	Switch camera view/Cycle through menu options
analog stick	Move character
START button	Open menu
SELECT button	Kick/Skip cutscenes
L button	Move camera behind character
L button (hold)	Open Item Select window
R button (hold*)	Special Attack (with weapon drawn)**
R button (hold)	Dash/Block (with weapon drawn)
× button	Dodge/Squat/Confirm option selection
○ button	Talk/Investigate/Cancel option selection
□ button	Use item/Put away drawn weapon
△ button	Draw weapon/Weapon Draw attack when moving (except when using Bowgun)

* Some, but not all, weapons require that you hold the R button to perform a Special Attack. *(See pages 16-19.)*

** When using the Gunlance, hold the R button and press the △ and ○ buttons simultaneously to perform a Special Attack. *(See page 18.)*

GAMEPLAY BASICS

CREATING YOUR CHARACTER

Selecting ***New Game*** from the Game Menu *(see below)* begins the character creation process. Once you complete the process, the game begins with your character in his or her house inside the Village. Start off by leaving the house, walking around the Village, and talking to people (press the ✕ button).

GAME QUESTS

In ***MONSTER HUNTER FREEDOM 2***, there is no set way to "beat" the game. Instead, there are a large number of goals called ***Quests***. You must complete the Quests to progress through the game. After you clear a Quest, you can replay it as many times as you want.

SELECTING QUESTS

You can take on Quests in the Gathering Hall, where many Hunters gather, or in the Village in Single Play. Once you select a Quest, you set off to start hunting.

START OFF WITH A SIMPLE QUEST

Select a simple Quest at first to give yourself an easy challenge while getting acquainted with the game.

COMPLETE A VARIETY OF QUESTS

There is truly a vast array of Quests that you can conquer. From hunting pesky monsters harassing the inhabitants of the Village, to hunting down valuable items and defending bases from attacks, there is plenty to challenge your skills and bravery.

UNLOCK EVEN MORE QUESTS

For each Quest you successfully complete, you will receive a reward. There is also the possibility that new Quests will be waiting for you afterward, so be sure to check back in your Village. You can also download new Quests via Infrastructure Mode *(see page 24)*.

GAME MENU

From the Title screen, press the START button to display the Game Menu. If a memory stick containing ***MONSTER HUNTER FREEDOM 2*** save game data is already inserted in the memory stick slot, data will be automatically loaded.

- ***NEW GAME*** — Create a new character and begin a new game. You can also import some of your ***MONSTER HUNTER FREEDOM*** game data.
- ***CONTINUE*** — Pick up a saved game from where you left off. You must have a memory stick containing ***MONSTER HUNTER FREEDOM 2*** save game data inserted in the memory stick slot in order to continue.
- ***GALLERY*** — By fulfilling certain conditions, you can unlock various special movies. In the Gallery, highlight an item and press the ✕ button to view it. Press the ○ button to return to the Game Menu.
- ***OPTIONS*** — Adjust various game options *(see page 5)*.
- ***DOWNLOAD*** — Connect using Infrastructure Mode to download the latest Quests and Bonus Items *(see page 24)*.

OPTIONS

Press the directional buttons △/▽ to select an option and ◁/▷ to change the option's setting.

- ***SOUND*** — To enjoy surround sound, connect a surround sound-compatible stereo system (sold separately) to the PSP system's headphone/microphone jack and then select ***Surround System***.

  Warning: *Turn off the stereo system before connecting it to avoid possible damage. Refer to your stereo system manual for connection instructions.*
- ***BGM LEVEL/FX LEVEL*** — Set the volume of the in-game music and sound effects. (Some music will still play even when volume is set to minimum.)
- ***SCOPE TARGETING (in-game only)*** — When using Gunner equipment, use the analog stick to control your aim through the scope. Targeting options are:
  - ***Normal:*** Moves in the same direction as the analog stick.
  - ***Reverse 1:*** Moves up/down in the opposite direction of the analog stick.
  - ***Reverse 2:*** Moves up/down or left/right in opposite direction of the analog stick.
- ***CAMERA TYPE (in-game only)*** — Set the camera to move behind the character or remain in its position when you switch to the Gunner scope.
- ***BACKGROUND LOADING*** — Begin loading the surrounding Quest areas before entering them, shortening loading times. It's recommended that you use the AC Adaptor with this option.
- ***QUICK CONTINUE*** — Shorten the load time when continuing a game.
- ***DEFAULT SETTINGS*** — Restore all options to their default settings.
- ***EXIT*** — Return to the Game Menu.

SAVE DATA

This game uses the following types of save data. You must have a memory stick inserted in the memory stick slot to save this data.

- ***GAME DATA*** — Contains data on your customized character, the contents of your gallery, etc. The memory stick must have at least 800KB of free space to save data, and you must use the same memory stick to save your game. During the game, save data loaded from the memory stick can only be saved over itself. It cannot be saved over another save data.

  Warning: *Do not remove the memory stick, reset the game or power down the system during saving or loading. Doing so may corrupt the game data.*

IMPORTANT TIPS

MONSTER HUNTER FREEDOM 2 manages game data in a unique way. Make sure the memory stick is inserted in the memory stick slot at all times during play.

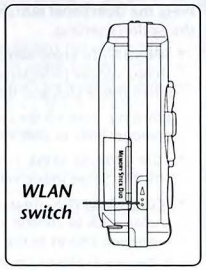
- ***CONVERT DATA*** —If the inserted memory stick contains ***MONSTER HUNTER FREEDOM*** game data, you can import some of that character's settings and items for use in a new game of ***MONSTER HUNTER FREEDOM 2***. The character's name will be the same as it was in ***MONSTER HUNTER FREEDOM***.
- ***SAVE UP TO 3 CHARACTERS IN A SAVE GAME FILE*** — One save game file can be saved per memory stick, and each file can hold up to 3 unique, customized characters. Saving more characters than this requires an additional memory stick.
- ***SAVE CHARACTER DATA TO THE SAME LOCATION EACH TIME*** — Once you create a character and save it to a memory stick, it cannot be saved to any other memory stick. The memory stick used at the time you create your character will have to be the only one used for that character. Custom characters cannot be copied to more than one memory stick.
- ***BEFORE TURNING OFF THE GAME*** — Be sure to take a rest in your house in the Village. If you don't, your data may not be saved properly.

NETWORK PLAY (AD-HOC Mode)

Use the WLAN connection to go online in Ad-Hoc Mode and enter the online Gathering Hall. Up to 4 players can be in a single Gathering Hall and go on a Quest together.

- All participating players must be set up within a 30-foot radius.
- Make sure the WLAN switch is set to ***On***.
- Don't turn the WLAN switch ***Off*** until you exit the Gathering Hall.

Note: *This does not connect to an external network, so you do not need a wireless LAN access point or Internet service provider.*



THE VILLAGE

The Village is your base of operations. Some of its facilities are:

1 ***VILLAGE CHIEF*** — This is where you start out on a Quest.

2 ***YOUR HOUSE*** — This is your character's house, complete with a bed and roomy Item Box. *(See pages 7- 8 for Item Box information.)*

3 ***ITEM SHOP*** — This emporium deals in tools, ammunition, items for combining, and more. Take care of your hunting needs with one stop here.

4 ***EQUIPMENT & CRAFTING SHOP*** — Besides purchasing weapons and armor here, you can also take items acquired from monsters and create new items or strengthen your weapons.

5 ***FARM*** — The Farm offers opportunities for fishing and digging up treasure. This is enjoyable for Hunters who would rather take it easy than head out on Quests. You can head to the farm by riding down on the elevator.

- ***GATHERING HALL (not shown)*** — The Gathering Hall is home to some interesting sights and characters. Here you can also find multiplayer Quests to play with friends in network Ad-Hoc Mode gameplay.

- ***TRAINING SCHOOL*** — Here you can train against monsters and complete various Quests in a controlled environment.
- ***MOVEMENT POINTS*** — When you come to a place from which you can travel to another point, the name of that destination appears. Press the displayed button to instantly travel to that point.
- ***NON-PLAYER CHARACTERS (NPCs)*** — NPCs can be residents of the Village or travelers from afar. When you approach them, a red mark appears above their heads. Press the ✕ button to speak with them.

VILLAGE MENU

Press the START button in the Village to bring up a special Village Menu. Use the directional buttons to highlight an option and press the ✕ button to select it. Press the START button again to close the menu.

- ***ITEM*** — View the items in your possession. You can also give items with low Rarity Levels to other Hunters while in the Gathering Hall. (You can't use items from this menu.)
- ***COMBINE*** — Combine multiple items to create new ones. *(See page 21 for more information on combining items.)*
- ***REFERENCE*** — View monster information purchased at the store and successful item combination recipes.
- ***QUEST INFO*** — View information on your current Quest.
- ***PLAYER INFO*** — View a list of Hunters currently in the Gathering Hall.
- ***OPTIONS*** — Set online Gathering Room room selection to ***Auto*** or ***Manual***. *(See page 9 for more information.)*
- ***GESTURE*** — Watch your character perform different cool animations. (Only available in the Gathering Hall.)
- ***GUILD CARD*** — View and edit your Guild Card, or give it to a friend in the Gathering Hall. *(See page 9 for more information.)*
- ***STATUS*** — View your character's status.
- ***EQUIPMENT DETAIL*** — View information about your currently equipped items.
- ***PLAYER LOG*** — Review the entry logs of other players in the Gathering Hall.
- ***TAKE ITEM*** — Accept an item offered by another player in the Gathering Hall. *(See page 21 for information on giving and receiving items.)*

YOUR HOUSE

YOUR BED

This serves as a place to save your game. Be sure to take a rest before ending your game.

ITEM BOX

Store a number of item and equipment types. You can increase the capacity of the Item Box as the game progresses. Stand in front of the Item Box and press the □ button to bring up its menu of options:

- ***PUT IN ITEM*** — Select an item from your Inventory and press the ✕ button to store the item inside the Item Box. You can store multiple items of the same type in the same slot. This allows you to stock up on important items you use a lot.

- ***TAKE OUT ITEM*** — Select an item to take out of the Item Box, a spot to place it in within your Inventory, and how many of the item you will move. Press the ✕ button after each selection.
- ***CHANGE EQUIPMENT*** — Swap out your equipment to carry different equipments into a Quest. Press the ✕ button after each selection.
- ***ARRANGE ITEM*** — Organize the contents of the Item Box. Select an item, move the red cursor to the new spot where you want to place it, and press the ✕ button.
- ***SELL ITEM*** — Select items from the Item Box and sell them directly. You can view the selling price before making a decision to sell.
- ***CAMERA CONTROLS*** — When the Item Box is open, you can use the camera controls to view your character.

SMALL ITEM BOX

You can place a Small Item Box in areas other than your house, such as the Gathering Hall, Felyne Kitchen, and Pokke Farm. While a Small Item Box cannot hold equipment, you can use it to store items. Use Small Item Boxes whenever your Item Bag is full.

BOOKSHELF

The Bookshelf in your house is the source of lots of useful information. Read the information found in *Hunting Life*, an info magazine for Hunters, or even change your hairstyle!

FELYNE KITCHEN

During the game you will be able to hire Felynes to cook for you in your kitchen. Once you have one or more Felyne chefs, sit down at your kitchen table. One of the Felynes will come out to take your order. Select the ingredients you want the Felynes to use to make your meal. Then dine on a fine meal. Its effects will differ depending on the ingredients used and the skill of the chefs. Certain dishes may increase your attack power, grant you special new skills, and more. You can also use Felynes to cook meat and fish that you acquire in the field.

- ***GRANNY FELYNE*** — Talk to Granny Felyne to hire more Felyne chefs for your kitchen. The more you build up your character up, the more Felynes you can hire. After hiring the first Felyne, you'll have to pay a fee to hire more.
- ***UNIQUE FELYNES*** — You can hire all sorts of Felynes, each able to prepare different specialty dishes and more.
- ***FELYNE LVL*** — The Felynes' cooking level increases as they cook and when you give them certain items. The higher their level, the stronger the effect their cooking will have in boosting your stats.
- ***INFO LEVEL*** — Felynes get their paws on different sorts of information, and Felynes with higher info levels can get even juicier knowledge. Be sure to check in every once in a while to see if there's anything new going on.
- ***SHIFT CHART*** — Use the Time Schedule to decide when certain Felynes work or rest, or even to let Felynes go. If multiple Felynes are cooking at the same time, you have to pay for the food. As a tradeoff, the effects of the cooking become more powerful.
- ***FIRING FELYNES*** — You can have up to 5 Felynes on your payroll at one time. After that, if you want to hire a new Felyne you'll have to fire one of your current chefs.
- ***BBQ SERVICE*** — You can assign a Felyne to cook the meat or fish you acquire in the field. The process takes time, so you'll have to come back to pick up your order after you've gone out on a Quest.

GATHERING HALL

The Hunters' Guild inside the Gathering Hall is the place to undertake single-player offline and multiplayer online Quests. When undertaking an online Quest for yourself, you can recruit party members to join you. Or, you can join existing Quest parties by viewing the Quest Board in the Gathering Hall. Up to 4 people can participate in a multiplayer online Quest.

Before entering the Gathering Hall, make sure the WLAN switch is set to ***On*** *(see page 6)*. When entering the Gathering Hall, choose whether to play ***Online*** or ***Offline***. If you select the online Gathering Hall and ***Options*** is set to ***Auto*** (in the Village Menu, *see page 7*), you will enter the first available room on the list. If ***Manual*** is set, you can personally select the room you will join.

GATHERING HALL ACTIVITIES

- ***MULTIPLAYER QUESTS*** — Talk to the girl behind the counter, and then select from the list of available Quests. Cooperate with other players to complete the Quests.
- ***TREASURE HUNTERS*** — Talk to Treshi to go on Treasure Hunters Quests in a group of 1 or 2 players. Cooperate with another player to find rare treasures.
- ***SEND GUILD CARDS*** — Send your Guild Card *(see below)* to other players and build your friendship level.
- ***TRADE ITEMS*** — Contact other players to give and receive items.

  Note: *Only items with a Rarity Level of 1-3 can be exchanged. Rarity Level 4 items, weapons, equipment, and money cannot be traded.*

GUILD CARDS

Guild Cards are proof of Hunters' exploits. Besides containing basic character information, Guild Cards keep track of stats such as how many Quests you have completed, how much treasure you have found, how many monsters you have slain, etc. In the Gathering Hall, you can also trade (give and receive) Guild Cards with other Hunters as a sign of friendship.

- ***EXAMINE*** — Check your Guild Card.
- ***EDIT*** — Edit your Guild Card information.
- ***GIVE*** — Give your Guild Card to another player.
- ***CARD LIST*** — View a list of Guild Cards.

RECEIVING A GUILD CARD

If someone sends you a Guild Card, a window will open (or an icon will appear at the top of the screen if you are currently doing something else). Select ***File*** to save the Guild Card to your Inventory.

Note: *You cannot accept Guild Cards if you've prepared for a Quest and are still waiting to begin it.*

GUILD CARD SECRETS

- ***MATERIAL*** — Your first Guild Card is paper. During the game you may be able to upgrade your Guild Card to more exotic materials.
- ***FRIENDSHIP LEVEL*** — By completing Quests with other players, you'll increase your Friendship Level. Once you reach a certain level, you may even get another reward.
- ***AWARDS & TITLES*** — Win Awards and Titles by completing difficult Quests and being recognized by the Guild and the public. You can view all the Awards and Titles you received from your Guild Card, and change your Title at any time. Besides completing Quests, using different facilities in the Village is also crucial to winning fame.

QUESTS

GETTING INTO A QUEST

1. GET THE QUEST

Read the Quest requests at the Hunters' Guild. (By fulfilling certain conditions, you can add to the available Quests.) It's good to know the following information about each Quest before choosing one:

- ***Reward:*** Money you'll receive for completing the Quest. (Certain conditions during a Quest may decrease the amount.)
- ***Contract Fee:*** Money you must put up to undertake the Quest. The fee will be refunded and doubled when you complete the Quest.
- ***Time Limit:*** Time allotted for the Quest. You must complete the objectives within the time limit or the Quest fails.
- ***Location:*** When and where the Quest will occur.
- ***Main Monsters:*** The main monsters you are likely to encounter.
- ***Goal Condition:*** What you must accomplish to clear the Quest. There are 3 types of Quest Goal conditions: ***Hunting*** allows you to either capture or slay a monster; ***Slaying*** requires you to finish a monster off, and ***Gathering Quests*** require that you return with a designated number of items.
- ***Fail Condition:*** The event(s) that can trigger Quest failure.
- ***Special Conditions:*** Certain online Quests have special conditions.

2. SET CONDITIONS FOR JOINING

When recruiting Hunters to join your Quest, you're free to set the requirements. You can limit the number of party members, and require a password to make sure only selected hunting pals will join you.

3. WAIT FOR VOLUNTEERS

After you pay the contract fee, a recruitment notice scouting for volunteers is posted on the Quest Board. When waiting for volunteers, the leader can't leave the Gathering Hall without first canceling the Quest.

4. SET OUT

Once all party members are ready, start your Quest by going through the door to the right. You can also set out alone before forming a party.

JOINING OTHER PLAYERS' QUESTS

You can also participate in Quests undertaken by other players. When doing this, you don't have to pay the contract fee, and it's a good way to gain valuable experience before starting your own Quests.

1. CHECK THE QUEST BOARD

Press the □ button in front of the Quest Board to view Quests currently looking for party members. When you find one that suits you, press the ✕ button to select it.

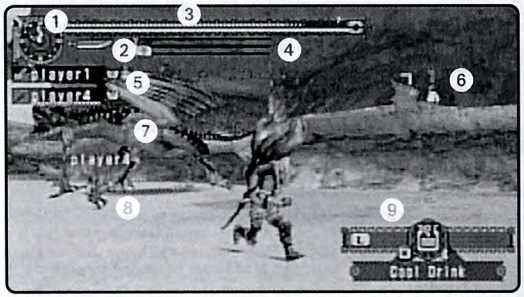
2. DECIDE ON A QUEST

The details of the Quest will be displayed and you will be asked if you want to join. If you do, select ***Yes***. Once you join a Quest, you cannot return to the Village Square, so make sure your preparations are all in order before coming here.

3. SET OUT

When you're set to go, press the □ button near the door to the right to signal that you're ready. The Quest originator will start the Quest when all party members have given their "ready" signals.

QUEST SCREEN



1 ***TIME LIMIT*** — Time remaining in the Quest. Time's up when the white hand reaches the red hand. You can check the exact time remaining in the Quest Menu.

2 ***WEAPON STATUS*** — Appears as a sword when you're using a melee weapon, and as bullets when you're using a Bowgun.

SWORD ICON — Shows the sharpness of your melee weapon. If you use the weapon continuously, its edge will dull, requiring sharpening with a Whetstone *(see page 20)*.

BULLET ICON — Shows the status of your Bowgun's or Gunlance's loaded ammunition. A light color means ammo is left: a dark color means you are out of ammo. When ammo runs out, the Reload prompt appears.

COATING ICON — Shows the status of your equipped Coating, which you can apply to your arrows.

3 ***HEALTH GAUGE*** — Your character's Health. When it reaches zero the character loses consciousness.

4 ***STAMINA GAUGE*** — Certain actions, such as sprinting, dodging and some special attacks, require Stamina. This gauge decreases each time you perform one of these actions. You recover Stamina automatically over time, but after long periods of time, the gauge's maximum will decrease.

5 ***CHARACTER NAME & WEAPON ICON*** — Names and weapons of all characters in your party.

EYE ICON — If someone is spotted by a large monster, an Eye icon appears next to that character's name.

6 ***MAP*** — Shows your location on the field. The arrow (same color as your weapon icon) shows your current location. If you use things like Paintballs, the location of monsters shows up as well.

7 ***MONSTER*** — Many monsters regard humans only as another source of food. Running away when there is no need to fight can be a very wise strategy.

8 ***ALLIES*** — Friends hunting with you have their names displayed above their heads. Help each other out and make this a great experience. In single-player games, you will be out there hunting alone.

9 ***ITEM WINDOW*** — Shows the item currently selected.

QUEST MENU

Open the Quest Menu during a Quest by pressing the START button. Use the directional buttons to highlight an option and press the ✕ button to make a selection. Press the START button again to close the menu.

- ***ITEMS*** — View items in your possession. Here you can use items, throw items away, give them to other party members, or select the number of items to deliver to the Delivery Box. Press the SELECT button to rearrange the item order. (You can't use items from this menu.)
- ***COMBINE*** — Combine multiple items to make new items. *(See page 21.)*
- ***REFERENCE*** — View monster information purchased at the store and successful item combination recipes.
- ***QUEST INFO*** — View information on your current Quest.
- ***ADVICE*** — Review hints and advice.
- ***MAP ZOOM*** — Make the on-screen Map larger or smaller by pressing the □ button.
- ***GESTURES*** — Use animations to communicate and express yourself. You can also send out a homing signal to fellow party members that appears as a beacon on the Map.
- ***STATUS*** — View your character's status and equipment.
- ***EQUIPMENT DETAIL*** — View information about currently equipped items.
- ***OPTIONS*** — Change various game settings.
- ***ABANDON QUEST*** — Give up on the current Quest. Your character will revert to pre-Quest status.
- ***PAUSE*** — Pause the in-game action. (Unavailable during network play.)
- ***BEACON*** — During network play, signal your position on the map to other players by entering the Quest Menu and pressing the △ button.

MORE ABOUT QUESTS

QUEST TYPES

Each Quest has its own set of goals. Some goals require that you eliminate or capture certain monsters, and others ask you to acquire certain items. Your strategy of whether to fight or run from battle will depend on your goal.

- ***HUNTING QUESTS*** — Some Quests send you after a powerful Wyvern. To successfully clear a Hunting Quest, you must use your head and use items effectively in order to capture or slay the beast and collect the Reward Money and Materials.
- ***GATHERING QUESTS*** — Infiltrating the Wyvern's nest and stealing one of its eggs is one of the dangerous Gathering Quest you may encounter. The objective in Gathering Quests is to get items and take them back to the Delivery Box at the Base Camp.
- There are more types of Quests for you to find on your own.

UNLOCKING QUESTS

While there are numerous Quests, not all of them are available from the beginning. To unlock them all, you have to work your way through them, completing earlier Quests to unlock more.

SIGNALING YOUR ALLIES

By opening the Quest Menu, selecting ***Gestures*** and pressing the △ button, you can send out a ripple-like signal on the Map. Decide what the signal will mean before you head out on a Quest, so you can easily contact your party with the press of a button.

NATURAL RECOVERY AFTER TAKING DAMAGE

The red area remaining in your Health Gauge after you take damage will refill gradually over time if you don't take additional injury.

ABNORMAL STATUS

After sustaining certain attacks from monsters, your character may take on various abnormal statuses. (It's a good idea to be extra cautious when fighting monsters that use such attacks.) These status effects will wear off naturally after a certain amount of time. They are:

- ***POISON*** — Takes away Health, even when your character is resting. When your character is close to being knocked out, having even more Health depleted by poison can be devastating.
- ***PARALYZE*** — Renders your character numb and unable to move. While in it, you cannot avoid monsters' attacks, making this a very dangerous condition. Be careful of monsters with Paralyze ability.
- ***SLEEP*** — Puts you into a temporary Sleep status. You wake up if you sustain an attack, but this is still a dangerous fix to be in.
- ***FAINT*** — If you take a number of attacks in succession, you may be knocked senseless. During this time, rapidly rotate the analog stick and mash the Attack buttons to snap yourself out of it ASAP.
- ***SNOWMAN*** — If hit by attacks that freeze, such as a monster's snowball attacks, your body will be wrapped in snow and your movements will be limited.
- ***UNABLE TO USE CERTAIN ITEMS*** — If tainted by a powerful smell, you will be unable to use items that are meant to be placed in the mouth.
- ***FATIGUE*** — You will be unable to use items that restore Stamina to its maximum value.
- ***DEFENSE HALVED*** — Monsters' attacks can decrease your defensive power by half.

Note: **Snowman, Faint, Sleep** *and* **Paralyze** *statuses can be ended more quickly by rapidly pressing buttons and moving the analog stick.*

BASE CAMP

Once a Quest begins, you normally find yourself standing in the Base Camp. This is a safe haven where you don't have to worry about monsters attacking as you prepare for your Quest.

SUPPLY BOX & DELIVERY BOX

- ***SUPPLY BOX (blue)*** — Contains items for your current Quest. Press the ○ button to view its contents, and take anything you need with you.
- ***DELIVERY BOX (red)*** — In Gathering Quests, you must bring the requested items here. Once you have the items, stand in front of the box and press the ○ button to deposit the items in the box. You can also select ***Deliver*** in the ***Items*** section of the Quest Menu to decide how many items to deliver.

RESTING IN THE BED

When you are injured, you can rest in the bed at Base Camp to restore your Health and recover from an abnormal status. Walk up to the bed and press the ○ button. It's better to retreat and rest up than let yourself fall on the battlefield.

FISHING POINTS

You can fish at certain points on the Map. You can even fish at the Fishing Point in Base Camp without fear of being attacked by monsters.

MOVING AROUND

Use the analog stick to move your character around. Moving the analog stick slightly moves your character slowly and silently. Moving it all the way makes your character run.

- ***SPRINT*** — Hold down the R button while moving to run faster. Running is effective for traveling long distances and for escaping a monster's clutches, but it consumes Stamina.
- ***EVASIVE MANEUVERS*** — Press the ✕ button while running to perform a forward somersault. Move the analog stick to roll in any direction. While perfect for dodging a monster's swift attacks, this consumes Stamina.
  - ***About Stamina:*** You use up Stamina by sprinting and rolling. If your Stamina gauge gets too low, you will tire. To restore Stamina, refrain from sprinting and rolling.
  - ***Stamina & Eating:*** Your maximum Stamina level decreases as time goes by and your character gets hungry. Eat some meat to restore the maximum level.
- ***DUCK*** — Press the ✕ button while at a standstill to make your character duck down.
- ***CLIMB WALLS, JUMP DOWN CLIFFS*** — You can climb up short ledges and tall, ivy-clad cliffs. Stand next to the ivy and press the ○ button to cling to it. Use the analog stick to go up and down. Press the ✕ button to drop off. To jump down a ledge, keep walking toward it. If you sprint toward the edge, you can jump and go even further.

CAMERA ANGLES

Use the directional buttons to change the camera angle during play. Using the camera effectively and adapting to the goals of your Quest and the type of monsters you're facing are the keys to success.

Press the directional buttons ◁/▷ to move the camera only, without moving your character, and get a good view of your surroundings. This is effective for checking out what's behind your character, or getting a good look at your customized character.

Press the directional buttons △/▽ to cycle through 5 different height levels. Try using a low angle when fighting airborne monsters, and a high overhead angle when you need to see what's on the ground, such as when you're laying traps or searching for items.

Set the camera controls from the Quest Menu/Options Menu:

- ***NORMAL*** — Camera moves in tandem with your directional button presses.
- ***REVERSE1*** — ***Up/Down*** are reversed.
- ***REVERSE2*** — ***Up/Down/Left/Right*** are reversed.

USING WEAPONS

ATTACKING WITH MELEE WEAPONS

Blademasters use melee weapons (Sword & Shield, Dual Blades, Great Sword, Long Sword, Lance, Gunlance, Hammer and Hunting Horn). The basic attack is done with the △ button and/or the ○ button. Practice so you can always perform the attack you are aiming for.

- ***TYPES OF ATTACKS & WEAPON CHARACTERISTICS*** — Different buttons correspond to different attacks. By skillfully linking attacks together, you can perform powerful combo attacks. Each weapon has its own characteristics, so the key to becoming a weapons master lies in becoming at-one with your weapons.
- ***WEAPON-DRAW ATTACKS*** — You perform Weapon-Draw attacks by pressing the △ button while running. The short amount of time before the actual attack makes it extremely powerful. This is especially useful when your weapon has a long reaction time between attacks.
- ***ELEMENTAL ATTRIBUTE EFFECTS*** — Some monsters are vulnerable to attacks of elemental attributes, such as fire or water. By choosing weapons with these attributes, you can move through battle more effectively. Certain weapons can even inflict abnormal status on monsters.
- ***PUTTING AWAY YOUR WEAPON*** — Press the □ button to put away your weapon. Do this to move faster when you want to get somewhere in a hurry.

WIELDING MELEE WEAPONS

To really harness the ability of your weapons and take advantage of them in battle, it is crucial that you understand the special characteristics of each one. Special secondary uses for melee weapons are:

- ***GUARD*** — This action is performed with a Sword & Shield, Great Sword, Lance and Gunlance. You can guard against attacks as long as you hold down the R button. However, this doesn't mean that your safety is guaranteed while guarding.
- ***GUARD MOVE, GUARD ATTACK*** — With the Sword & Shield, Lance and Gunlance, you can unleash attacks while your shield is up to guard. With the Lance and Gunlance, you can walk around while guarding. Master these techniques and you can fight the most powerful monsters out there.
- ***CHARGE*** — You cannot guard with the Hammer. Instead, charge up power by holding the R button to unleash devastating and varied attacks.
- ***DEMONIZATION MODE*** — You cannot guard with Dual Blades. However, you can perform Demonization Mode by pressing the R button. During Special Mode, your attack increases, but it consumes Stamina. You can also use your Devilish Dance attack, which you cannot use normally. When you lose all Stamina or press the R button again, your character will resume normal condition.
- ***SPIRIT BLADE*** — If you charge up the Spirit Gauge while using a Long Sword, you can unleash a Spirit attack by pressing the R button.
- ***USE THE R BUTTON EFFECTIVELY*** — Pressing the R button produces a different action depending on the weapon you're using. It can allow you to put up a steel-wall guard, harness boulder-busting power, or start a musical recital.

SWORD & SHIELD

Boasting quick attacks and allowing the wielder nimble movement, this weapon is well-suited for beginners. By upgrading, you can imbue it with special attributes such as Poison and Paralyze, making this a great weapon for anyone who wants to support a party of Hunters.

BASICS

Attack buttons	△ = Slice (multiple times for Combo attack) ○ = Spin-slice △ + ○ = Jump attack Dodge/roll or Jump attack, then △ = Upward slash
R button	Guard (Item can be used with weapon drawn when you press R + □ buttons.) R + ○ = Guard attack Guard + △ = Upward slice R + △ + ○ = Instant Guard
✕ button	Spin-off to dodge/roll during Combo attack

COMBO ATTACKS

Time it just right and link more attacks for Super Combos!

DUAL BLADES

A modified sword design that puts a one-handed Sword (perfect for quick, nimble attacks) in each hand. Though you cannot guard while using the Dual Blades, you can give yourself a temporary boost of super-human power and strength by using your Stamina to enter Demonization Mode.

BASICS

Attack buttons	△ = Slice (multiple times for Combo attack) ○ = Spin-slice (slide in direction of analog stick) △ + ○ = Thrust attack (Devilish Dance attack when Demonized) Dodge/roll or Thrust attack, then △ = Upward slash
R button	Demonization Mode
✕ button	Spin-off to dodge/roll during Combo attack

DEMONIZATION MODE

Demonize to unleash an inner power and unlock the ability to launch massive combos!

GREAT SWORD

In power, the Great Sword surpasses the Sword. It can hack through multiple monsters with side-slices, but its size and weight make it much slower. After each attack, the wielder is left open momentarily, so wielding one of these skillfully requires practice.

BASICS

Attack buttons	△ = Vertical slice △ hold to charge, then release = Charge slice ○ = Side-slice △ + ○ = Slice up
R button	Guard R + △ + ○ (with weapon put away) = Instant Guard
SELECT button	Kick
✕ button	Spin-off to dodge/roll during Combo attack

CHARGE ATTACK

Hold down the △ button to charge your Attack power. Release the button to unleash a super-powerful charge.

LONG SWORD

A refinement of the Great Sword, the Long Sword is capable of incredibly quick attacks. Tapping into one's Spirit by damaging enemies allows true masters to put their heart and soul into using the Long Sword. However, the weapon itself is incredibly delicate, and cannot be used to guard.

BASICS

Attack buttons	△ = Forward slice ○ = Thrust △ + ○ = Sweeping slice
R button	Activate Spirit Blade R + ○ + △ (with weapon put away) = Activate Spirit Blade
✕ button	Spin-off to dodge/roll during Combo attack

SPIRIT BLADE

Land attacks on your monster victims to charge the Spirit Gauge. With the gauge charged, press the R button to unleash a powerful Spirit Blade attack! (If your gauge is only slightly charged, the attack's power will suffer.)

HAMMER

Super heavyweight Hammers boast the highest attack power of melee weapons. Their drawbacks are a narrow attack range and no power to guard. Setting out with one of these in hand is high risk; these are best-suited for those who feel a good offense is the best defense.

BASICS

Attack buttons	△ = Smash down (up to 3 times in a row) ○ = Side-smash
R button	Charge (charging power requires Stamina) R + ○ + △ (with weapon put away) = Charge
✕ button	Spin-off to dodge/roll during Combo attack

SPINNING ATTACKS

Hold down the R button to charge power. Release to unleash one of 3 powerful Charge attacks, depending on how long the attack was charged. Charge it up to maximum (you will see a flash), then release the R button while moving to unleash a Spinning attack. Press the △ button during the spin to perform a Finishing attack corresponding to the number of spins performed.

HUNTING HORN

With power not to be exceeded by a Hammer, the Hunting Horn is a force to be reckoned with. This new weapon allows you to play Recitals, which can give status assistance to those fighting with you in the same area. By combining the various notes you can play, you can heal yourself or others, along with causing various other status effects.

BASICS

Attack buttons	△ = Swing ○ = Poke (up to 3 times in a row) △ + ○ = Overhead smash
R button	Recital R + ○ + △ (with weapon put away) = Recital

RECITALS

In Recital Mode, when you press a button or a combination of buttons, musical notes will be displayed in a gauge near the top of the screen. You can activate special Hunting Horn effects that assist the characters around you. Each Hunting Horn is capable of a distinct set of notes, so choose the one that best suits your situation.

LANCE

Made for charging attacks, use the Lance's great penetrating power and reach to attack. It's also effective for guarding, and the large shield absorbs massive damage from monsters' attacks. You can even move and attack while keeping your guard up.

BASICS

Attack buttons	△ = Medium thrust (up to 3 times in a row) ○ = Upper thrust (up to 3 times in a row) △ + ○ = Charge
R button	Guard R + △ + ○ = Forward ram while guarding R + △ or ○ = Forward thrust while guarding R + △ + ○ (with weapon put away) = Instant Guard
△ button	△ + △ (during ram) = Finishing move
✕ button	Step back ✕ + analog stick ◁/▷ = Step aside

RUNNING ATTACKS

Press the △ + ○ buttons while standing still to draw your Lance and begin a Running attack. This allows you to dive into a pack of monsters and scatter them, or string attacks together for a Charge against a giant monster. Press the ○ button to cancel the attack. Requires Stamina to perform.

GUNLANCE

Matches the mobility of a Lance with a Shelling ability that comes close to the firepower of a Bowgun, making it the ultimate weapon to some ardent Hunters. Yet, all of this power and ability come at a cost of low sharpness. The Gunlance features a powerful function based on flame-breath attacks called Wyvern's Fire; however, this special function requires a long recharge time.

BASICS

Attack buttons	△ = Forward thrust (up to 3 times in a row) ○ = Fire (Shelling ability) △ + ○ = Upward swing
R button	Guard R + △ = Guard attack R + ○ = Reload R + △ + ○ = Wyvern's Fire R + △ + ○ (with weapon put away) = Guard

SHELLING

Shelling allows you to fire projectiles, similar to when using a Bowgun. The properties of these shells vary, and once you run out of ammunition, you will be required to reload. You can exploit this ability further by launching Wyvern's Fire attacks that mimic the properties of a Wyvern's flaming breath.

BOWGUN

Gunners can equip Light or Heavy Bowguns. Light Bowguns have a rapid-fire mode; Heavy Bowguns can access many upgrades that exploit their power. Although the risk in using a Bowgun is relatively low when compared to using a melee weapon, you are left open to attack while reloading. Ammunition is limited as well, requiring wielders to take extra care.

BASICS

directional buttons + L button (hold)	Adjust sights
Attack buttons	△ + ○ = Melee attack △ = Reload
R button	Switch to Scope screen
○ button	Fire
✕ button	Dodge/roll

CHANGING AMMUNITION

Hold down the L button to open the Item Menu, where you can select ammunition by toggling the △ and ✕ buttons.

SCOPE SCREEN

Press the R button with your Bowgun drawn to access the Scope screen. While in this screen, you are stationary. Move the analog stick to move your sights around. For Scopes with multiple zoom levels, press the directional buttons ◁/▷ to adjust the zoom. Press the R button again to exit the screen.

analog stick	Adjust sights
directional buttons	◁/▷ = Change zoom level (Zoom Scopes only)
△ button	Reload
R button	Exit Scope screen
○ button	Fire

There are two types of Bowguns: the Light Bowgun and the Heavy Bowgun.

- ***LIGHT BOWGUN*** — Does not impede movement, making it good for moving quickly. Fires a variety of ammunition with support capabilities, but in pure attack power is rather weak. Capable of rapid-fire.
- ***HEAVY BOWGUN*** — Slows you down due to its weight, but more than makes up for that with its superior attack power. However, compared to the Light Bowgun, its lineup of support ammunition is rather lacking.

You can accessorize Bowguns with different types of ammunition:

- ***SPECIAL AMMUNITION: ATTACK*** — By using Attack Ammo to damage monsters directly, a Gunner can provide back-up support for a team. After firing, the Gunner is wide open to attack for a moment, so it's good to have a teammate with a melee weapon watch your back.
- ***SPECIAL AMMUNITION: SUPPORT*** — Although it doesn't deal any damage directly, ammunition with such support effects as Paralyze and Sleep can generate the turning point in battle and may just save your skin.
- ***SPECIAL AMMUNITION: RECOVERY*** — Use Recovery Ammo to restore allies' Health by shooting them. A Gunner with Recovery Ammo backing you up is a great boost in confidence when fighting tough monsters.

BOW

The Bow is superbly mobile and useful in medium and long-distance battles. Charge attacks and special Arrow Coatings combine to make the Bow incredibly capable. However, since you can't equip the powerful armor of a Blademaster, be careful to stay a safe distance from your target at all times.

BASICS

Attack buttons	△ = Hold to draw bowstring; release to fire arrow ○ = Melee attack △ + ○ = Use Coating
R button	Aim R + directional buttons = Adjust aim R + △ + ○ (with weapon put away) = Melee attack
○ button	Fire
✕ button	Dodge/roll

DRAWING THE BOWSTRING & ARROW COATINGS

Hold down the △ button to draw the bowstring and reach up to 3 levels of Charge attacks. Release the button to let the arrow fly.

Use Coatings to give your arrows special status effects, useful when fighting powerful monsters. Press the △ button or ✕ button to cycle through the available Coatings. Once a Coating is equipped, you can see the number of Arrows you can continue to dip in it by viewing the icon below the Sharpness gauge. You can only use one Coating at a time.

ITEMS

In your ***MONSTER HUNTER FREEDOM 2*** adventures, you will encounter a vast array of items. Use them effectively to make your battles with the fierce monsters of this world that much easier.

- To select an item from Inventory, hold the L button and use the □ and ○ buttons to cycle through the items. When you reach the item you want, release the L button to close the window and then press the □ button.
- To select ammunition (Gunner, Ammo window only), hold the L button and use the △ and ✕ buttons to cycle through the available ammunition types. Release the L button when you reach the ammunition you want.

HUNTING FOR ITEMS

When you come upon places you suspect may contain items, press the ○ button to inspect the area. If you happen to find an item, keep investigating there, as you can often find multiple items in the same location. You can also retrieve items from fallen monsters.

- ***RECOVERY ITEM*** — You can restore part of your depleted Health by using items such as Herbs. It takes a moment to use these items, so if you are in the middle of a heated battle, you may want to fall back to some place safe before healing yourself.
- ***COOKED MEAT*** — Your Stamina gauge slowly decreases over time. In order to raise the maximum level back up, use Meat items such as Well-Done Steak and Rare Steak. Be careful, because if you eat a piece of Burnt Meat that you cooked too long on the BBQ Set, it will have the opposite effect.
- ***BBQ SET*** — To make the Raw Meat you procure edible, you have to use the BBQ Set. You can tell when the Meat is done when its color changes; press the ✕ button to take it off the fire. The music playing in the background will help you out.
- ***EDIBLE ITEMS*** — Items with teeth marks around their icons are edible. These are mainly Cooked Meat and certain plants. Some Meat items and things like Mushrooms do not have teeth marks, so ***DON'T EAT THEM.***

ITEM TYPES

Some items come in handy during battles, and some are useful for finding items. Below are just a few examples:

- ***PITFALL TRAP*** — Once set on the ground, this special Trap expands and creates a large pit in the ground. These are for large monsters only, as smaller monsters do not have enough weight to set them off. By using them effectively and luring a monster into one, you can trap it for a short while and attack it without fear of being hit back.
- ***PICKAXE & BUGNET*** — Use the Pickaxe to mine ore from cliffs and caves. The various ores are essential to creating and strengthening weapons. With the Bugnet, you can catch various types of bugs in places like shrubs with circling lightning bugs. Bugs come in handy for combining items. You can purchase both the Pickaxe and Bugnet in Villages and carry them on Quests.
- ***WHETSTONE*** — As you use Melee weapons, the blades gradually get dull. Use Whetstones to restore the sharp edge to these weapons. Plan your sharpening activity beforehand, because it takes time. You don't want to find yourself with a dull weapon in the heat of battle.

ITEM DELIVERIES IN THE GATHERING HALL

To receive items from other players in the Gathering Hall, select ***Item*** from the Quest Menu while in the village.

GIVING/RECEIVING ITEMS DURING QUESTS

You can trade items among your party members. For example, you can take Recovery items if your supply runs low, or divide items your party is carrying among different party members.

Select the item you want to give from the Items list in the Quest Menu, select ***Give***, and press the ○ button. Next, select the person you want to give the item to, and press the ○ button again. The color of the glowing light corresponds to the weapon icon color of the person who is to receive the item. To receive items from another party member during a Quest, press the ○ button near that character.

Note: *Items with Rarity Levels of 4 or higher cannot be traded.*

TRACKING ITEMS

Among the larger monsters are great beasts that can sail the skies at ease, going anywhere on the Map. The following items can help you track these monsters. Be careful: using items incorrectly could quickly turn the situation into a matter of life and death!

- ***LURE THEM IN WITH RAW MEAT*** — "Using" Raw Meat places it on the ground. This is useful for luring a large monster into your Trap. You can also put things like Poison into the Meat by combining items.
- ***TRACK THEM WITH PAINT*** — Hit a monster with a Paintball so you can track its movements, as its location then shows up on the Map. The location is blue in normal situations, and turns red when the monster is attacking.
- ***GETTING A MONSTER'S ATTENTION*** — Play Flutes to attract the attention of large monsters to assist a friend who is under attack, or just lure monsters to a certain area. Watch out — you become the next target!

SORTING ITEMS

Press the SELECT button to sort items in the Items Menu (from the Quest Menu) and the Item Box.

COMBINING ITEMS

By combining several items, you can create even more useful items. If you have items that you have no idea how to use, you could probably combine them with something else to make something unexpectedly amazing.

Open the Quest Menu and select ***Combine.*** Then select two items to try combining them into something new. For example:

- Herb + Blue Mushroom = Potion
- Raw Meat + Toadstool = Poisoned Meat

Note: *Certain items cannot be combined.*

When combining items, you'll find that unusual items are more difficult to combine successfully. View successfully combined items from the Combo List in the ***Reference*** section of the Quest Menu.

FISHING

Try your hand at fishing in the rivers and springs across the Map. You may be able to combine some of the fish you catch with other items. Who knows, you just may discover something totally unexpected!

Lure items such as Fishing Worms are normally marked with an ***X***, indicating that you can't use them. But when you reach ***Fishing Points***, you can then use these items to go fishing. Press the □ button to use a Lure item and enter Fishing Mode. Watch your Lure carefully and press the ✕ button when it sinks. Did you catch a fish?

EQUIPMENT DETAILS

MELEE WEAPONS

- ***ATTACK*** — This denotes the weapon's power. The higher the value, the more damage each attack inflicts on each monster. Some weapons even give you a bonus of added defensive power.
- ***AFFINITY*** — The value of this number dictates the likelihood of your weapon's attack power increasing beyond normal levels.
- ***SHARPNESS*** — Weapon sharpness is displayed in graphs. The colors denote the levels of sharpness in the weapon.

  For example, a longer green "high sharpness" portion means that even after repeated use, the weapon will retain its high degree of sharpness. When the sharpness decreases, so does the attack power. If a weapon with extremely high attack power loses its edge after only a few attacks, you cannot count on it to perform for an extended period of time.

  A black portion in the bar means that the weapon can be upgraded at the Equipment and Crafting Shop, and could end up with a very high sharpness graph.
- ***ELEMENTAL ATTRIBUTES*** — This is the elemental attribute of the weapon, either one of the basic 5 attributes (***Fire***, ***Water***, ***Thunder***, ***Ice*** or ***Dragon***) or attributes such as Poison or Sleep that can cause their effects in the monster. Some monsters have specific weaknesses against these attributes, and some even have tolerances for them.
- ***NOTES*** — This shows what notes you can play during a Recital. There are 7 available notes, and they can be combined to trigger effects (Hunting Horn only).
- ***SHELLING & SHELLING LEVEL*** — Shows a Gunlance's available projectiles and its Attack Level. There are three levels of Shelling, each indicating tremendous power.
- ***RARITY LEVEL*** — Shown as a rating of 1-8. The higher the number, the harder to find and more valuable the item is.

BOWGUNS

- ***ATTACK*** — Just like the melee weapons, this represents the weapon's power. Certain Bowguns have defense bonuses.
- ***RELOAD*** — This is the amount of time required to reload the Bowgun. While reloading, you will be unable to do anything else and left totally vulnerable. The time required to load the weapon takes into consideration the effects of the reload speed of the bullets themselves.
- ***RECOIL*** — Amount of kick each shot has. The lower this level is, the faster you can fire multiple shots in rapid succession.
- ***MOD LEVEL*** — Shows to what level the currently equipped bowgun has been strengthened, or upgraded. You can upgrade your Bowgun at the Equipment & Crafting Shop or at the Armory.
- ***SCOPE TYPES*** — Certain models feature a zoom which can be used on the Scope screen. This displays the type of Scope of the current Bowgun.
- ***BARREL TYPES*** — Displays current modification status of the Bowgun.
- ***COMPATIBLE AMMUNITION*** — This is a list of the types of ammunition the current Bowgun is capable of firing. Make sure the ammo you want to use is on this list before you go into battle.
- ***RARITY LEVEL*** — Shown as a rating of 1-8. The higher the number, the harder to find and more valuable the item is.
- ***AMMUNITION*** — Ammunition comes in various types with various functions. A Bowgun's elemental attributes are determined by the ammunition. The amount you can carry, as well as the trajectory and speed of the bullets, can differ greatly. Try out different kinds and see what works best for you.

- ***CHARGE ATTACKS*** — Shows the Charge attack possibilities of a Bow. The number of arrows and their power of each level of a Charge attack are listed. Higher levels mean more powerful attacks.
- ***COATINGS*** — Shows the Coatings that can be used with the current Bowgun. Like Bowguns, Bows can only be used with certain types of Coatings.

ARMOR

Armor can be applied to 5 different parts of the body: head, torso, arms, waist and legs. You are free to mix and match armor any way you like in order to customize your Hunter. Just remember that certain items are for Blademasters or Gunners only, or for male or female Hunters only.

- ***DEFENSE*** — The defensive level of the armor. The sum of the defense of all equipped armor is the character's total defense.
- ***RESISTANCE*** — Resistance of the armor to certain elemental attacks. This can prove just as useful as — or even more useful than — the defense.
- ***RARITY LEVEL*** — The item's value on a scale of 1-8.
- ***CLOTHES MAKE THE HUNTER*** — Outfitting yourself in the garb of your profession will put you in the proper frame of mind for the monster-hunting work ahead.

IMPROVING ARMOR & WEAPONS

You can improve your armor and weapons by providing a fee along with materials to the Crafting Shop.

- ***ARMOR SPHERES*** — Armor Spheres are the most important items when it comes to improving armor. Without them, there is no way to make your equipment better than ever. Whenever you come across Armor Spheres, take them as an opportunity to improve your equipment.
- ***DECORATIONS*** — By collecting valuable items in the world, you can create special Decorations that slot into your weapons or armor. Decorations can be placed and removed from armor and weapons at will. By using Decorations, you can increase your number of Skill Points to unleash new and more powerful Skills.
- ***SLOTS*** — Slots are the home to Decorations on weapons and armor. If you do not have enough open Slots, you must either remove a Decoration or try one that does not take up as much space.
- ***WEAPON VARIATIONS*** — By improving Melee weapons and Bows, you can create a variety of design variations. For instance, improving a Great Sword could result in a stronger Great Sword or even a Long Sword.
- ***BOWGUN IMPROVEMENTS*** — By paying money (no items required), you can improve Bowguns in many ways. A Bowgun can be subjected to up to 5 levels of power improvements. These power improvements can effect various parameters, such as rapid-fire, available shells, or initial muzzle velocity. You can also attach special parts to Bowguns.
  - ***Long Barrel:*** By changing out your barrel for a longer one, you can increase the initial speed and accuracy of the bullets fired. This upgrade is available to Light Bowgun users.
  - ***Silencer:*** You can add a silencer to your Bowgun to enable silent firing. This helps keep the monsters from coming after you. This upgrade is available to Light Bowgun users.
  - ***Shield:*** When not aiming, the Shield will automatically protect you from damage from a monster's attack. This upgrade is available to Heavy Bowgun users.
  - ***Power Barrel:*** This barrel extension dramatically increases the power of a Bowgun. This upgrade is available to Heavy Bowgun users.

SKILLS

Various pieces of armor have unique latent abilities. When they are paired with other specific pieces of armor, their abilities, represented by "points" in the game, are brought to life.

ADDING UP POINTS

Each piece of armor has points or different kinds of skills, which add up to determine what skills are available. View point from the Status screen.

SKILL EXAMPLES

Points can add up to positive or negative numbers. Here are a few examples of skills in the Paralyze category:

- ***10 Paralyze pts or higher*** = Para Duration Halved (Paralyze time cut in half)
- ***15 Paralyze pts or higher*** = Paralyze Negated (immune to Paralyze status)
- ***-10 Paralyze pts or lower*** = Para Duration [x2] (Paralyze time is doubled)

DOWNLOADING CONTENT

You can download new content connecting via Infrastructure Mode.

- ***CONNECTING*** — First, confirm you have a working Infrastructure Mode connection settings. Make sure the WLAN switch is set to ***On***, and then select ***Download*** from the Main Menu.
- ***TOP MENU*** — Once connected, you will see the Top Menu. Use the following controls to navigate the menu:

✕ button	Confirm selection
○ button	Return to previous screen/Cancel selection
△ button	Display help
□ button	View details
START button	Exit Infrastructure Mode and return to the Main Menu
L /R buttons	Cycle through pages

- ***DOWNLOAD A QUEST*** — To download a Quest, select it with the cursor and press the ✕ button. Select ***Yes*** on the Confirmation Screen to begin downloading. You can save up to six Download Quests, which can be initiated at any time in the Gathering Hall or Training School.
- **OTHER DOWNLOADS** — You can also download various in-game bonus content and information via Infrastructure Mode.

KEYS TO BATTLE

UNDERSTAND THE MONSTERS FIELD OF VISION

Monsters keep track of you through vision. Understanding where their field of vision lies and taking advantage of their blind spots will help you stay alive and be victorious.

MOVE WHILE HIDING

By moving while crouching down or tiptoeing, you decrease your chances of being spotted by the monsters. Hiding behind objects can also be a useful tactic.

MONITOR THE MONSTERS FIELD OF VISION

While it's drinking water or feasting on Meat, a monster's attention is focused on its task. Take advantage of the situation, when there is less chance you will be spotted.

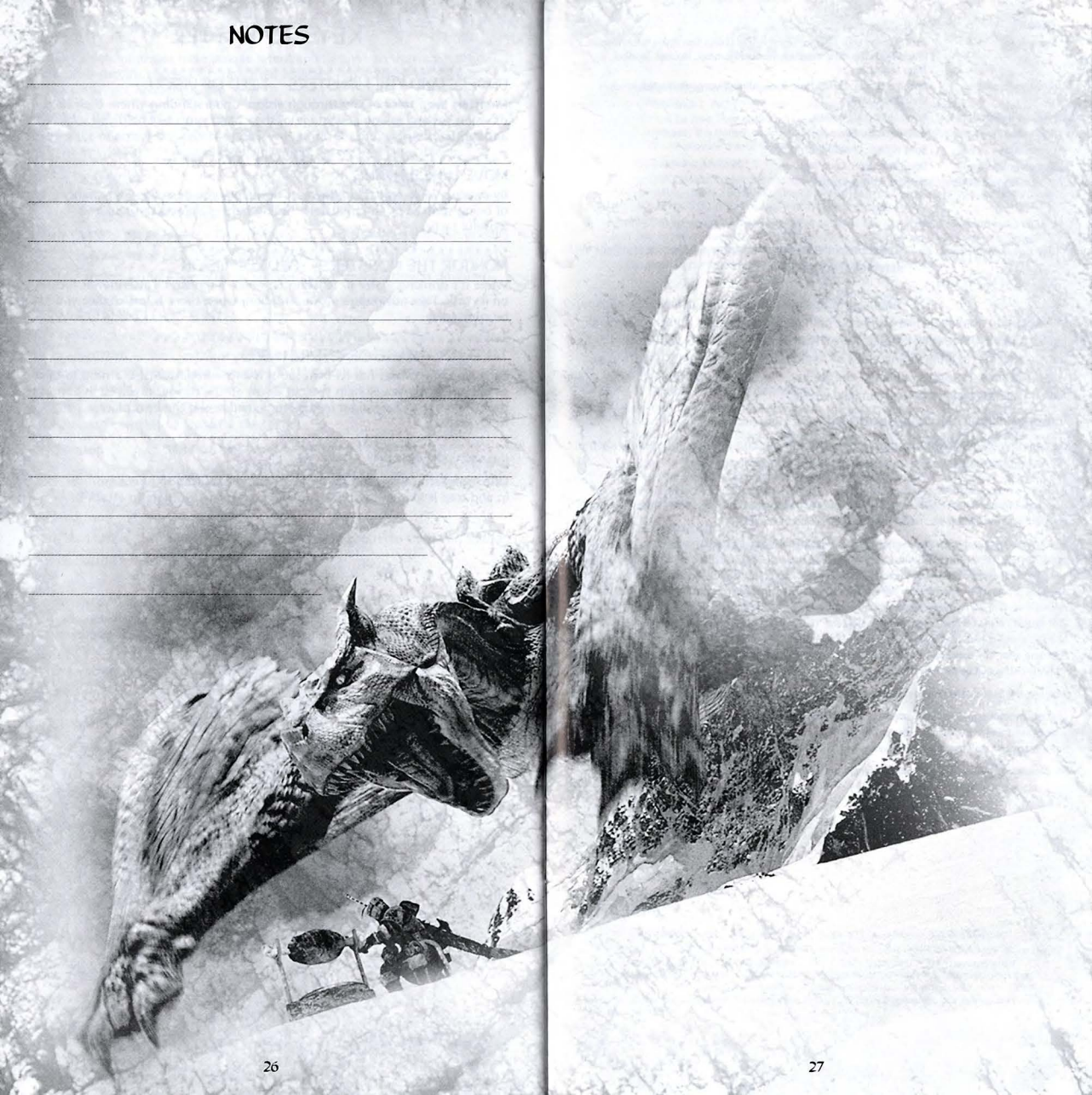
TAKE ADVANTAGE OF THEIR HABITS

Each type of monster has its own set of habits and patterns. Learning to take advantage of these will help you cut down on the danger involved in hunting them, keep you alive longer in the jungle and reveal the best places to lay traps.

LAY TRAPS WISELY

One useful strategy is setting up Meat on a Pitfall trap to lure a monster in and trap it long enough for you and your fellow Hunters to attack it.

NOTES



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